



# SAURIAN ANCIENTS

## LISTE SAURUS 3 COPY - 4 491 POINTS



1735 pts (39.00 %) 905 pts (20.00 %) 621 pts (14.00 %) 331 pts (7.00 %) 1570 pts (35.00 %)  
**Characters**      **Core**      **Special**      **Jungle Guerillas**      **Thunder Lizards**  
 (40 Max)      (20 Least)      (0 NoLimit)      (30 Max)      (35 Max)

### Characters



#### CUATL LORD #1

Cuatl Lord - Standard - Infantry - 50x50mm

820 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Cold-Blooded, Tall, Palanquin, Wizard Master		
Defensive	HP	Def	Res	Arm		
	4	2	4	0	Aegis (4+)	
Offensive	Att	Off	Str	Ap	Agi	
CuatlLord	1	2	3	0	2	Hand Weapon

<b>Options</b>	Battle Standard Bearer • Divination • General • Grasp of the Immortal
<b>Magic items</b>	Obsidian Rock • Magical Heirloom
<b>Magic banners</b>	Totem of Mixcoatl (Battle Standard Bearer)



#### SAURIAN WARLORD #1

Saurian Warlord - Standard - Infantry - 50x100mm

915 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Cold-Blooded		
Defensive	HP	Def	Res	Arm		
	3	6	5	2	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Warlord	5	6	5	2	4	Born Predator, Hand Weapon



#### MOUNT ALPHA CARNOSAUR

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Apex Predator		
Defensive	HP	Def	Res	Arm		
	6	4	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Alpha Carnosaur	5	4	7	4	3	Harnessed, Born Predator, Multiple Wounds (D3, D3)

<b>Options</b>	Shield • Paired Weapons (Hero's Heart) • Alpha Carnosaur
<b>Magic items</b>	Starfall Shard • Hero's Heart (Paired Weapons)

### Core



#### SAURIAN WARRIORS #1

Saurian Warriors x28 - Standard - Infantry - 25x25mm


722 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Cold-Blooded	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	2	Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Saurian Warrior</b>	2	3	4	1	2	<b>Born Predator</b>


<b>Options</b>	Spear • Champion • Musician • Standard Bearer • Serpent
<b>Magic banners</b>	Banner of the Relentless Company (Banner Enchantment)



### SKINK BRAVES #1

Skink Braves x16 - Standard - Infantry - 20x20mm

## 183 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	5	Strider, Scoring, Cold-Blooded

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Skink Brave</b>	1	2	3	0	4

<b>Options</b>	Shield and Poisoned Javelin (4+) • Musician
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## Special



### TEMPLE GUARD #1

Temple Guard x22 - Standard - Infantry - 25x25mm

## 621 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	8	Scoring, Fearless, Cold-Blooded, Bodyguard

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	4	2	Light Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Temple Guard</b>	2	4	4	1	2	Born Predator, Cobalt Club

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Rending Banner (Banner Enchantment)

## Jungle Guerillas



### PTERADON SENTRIES #1

Pteradon Sentries x3 - Large - Cavalry - 40x40mm

## 180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	2"	4"	5	Strider, Feigned Flight, Vanguard, Light Troops, Skirmisher, Cold-Blooded, Fly (9", 18", 9", 18")

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	2	3	2	Hard Target (1, 1)

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Rider</b>	1	2	3	0	4	Light Lance

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Pteradon</b>	1	3	4	1	2	Harnessed, Release Rocks

<b>Options</b>	Poisoned Javelin
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## Thunder Lizards



## TAUROSAUR #1

Taurosauro - Gigantic - Beast - 50x100mm

**575** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>6"</b>	<b>10"</b>	<b>7</b>	<b>Fearless, Cold-Blooded</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>6</b>	<b>3</b>	<b>6</b>	<b>4</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Skink Crew</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>4</b>
	<b>Poisoned Javelin (4+, 4+)</b>				
<b>Taurosauro</b>	<b>4</b>	<b>3</b>	<b>6</b>	<b>3</b>	<b>2</b>
	<b>Harnessed, Impact Hits (D6+1, D6+1), Sharp Horns, Devastating Charge, Giant Blowpipes (4+, 4+)</b>				

<b>Options</b>	Engine of the Ancients
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## TAUROSAUR #2

Taurosauro - Gigantic - Beast - 50x100mm

**475** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	<b>6"</b>	<b>10"</b>	<b>7</b>	<b>Fearless, Cold-Blooded</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>6</b>	<b>3</b>	<b>6</b>	<b>4</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Skink Crew</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>4</b>
	<b>Poisoned Javelin (4+, 4+)</b>				
<b>Taurosauro</b>	<b>4</b>	<b>3</b>	<b>6</b>	<b>3</b>	<b>2</b>
	<b>Harnessed, Impact Hits (D6+1, D6+1), Sharp Horns, Devastating Charge, Giant Blowpipes (4+, 4+)</b>				

<b>Options</b>	Great Bow (4+)
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### Magics

#### Racial Trait Spell

	Casting	Range	Type	Duration
<i>Spark of Creation</i>				
<i>Mf</i>	<b>6+</b> [9+]	[36"] [18"]	Hex, Missile, Damage	Instant
<i>The target suffers D6 hits with Strength 5 [6], Armour Penetration 2 [3], and Magical Attacks.</i>				



#### Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
5	Unerring Strike	<b>7+</b> [10+]	18"	Hex, Missile, Damage	Instant	The target suffers <b>2D6 [3D6]</b> hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
3	Scrying	<b>7+</b> [12+]	<b>18"</b> [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
4	The Stars Align	<b>8+</b> [12+]	<b>18"</b> [6"Aura]	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <b>and Shooting</b> Attacks.
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
1	Know Thy Enemy	<b>7+</b> [12+]	<b>18"</b> [6"Aura]	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
<i> A </i>	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
2	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

## Magic items

**Hero's Heart:** The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**Starfall Shard:** The bearer's model gains **Aegis (2+, against Flaming Attacks)** and **Hard Target (1)**, and automatically fails all Fortitude Saves.

## Magic banners

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

**Totem of Mixoatl:** The bearer's unit gains **Hard Target (1)**. One use only. May be activated at the start of a Round of Combat. Until the end of the Round of Combat, enemy units in base contact with the bearer's unit suffer -3 Offensive Skill.

## Model Rules

### Aegis:

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**Born Predator:** Close Combat  
Natural to-hit rolls of '1' of attacks with this Attack Attribute must be rerolled.

**Cobalt Club:** Melee Weapon.  
Attacks made with this weapon gain +2 Strength.

**Cold-Blooded:** The model's Discipline Tests are subject to Minimised Roll.

**Devastating Charge:** Attacks & Weapons, Melee  
A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Giant Blowpipes:** Volley Gun Artillery Weapon.  
Range 12", Shots 8, Str 3, AP 0, Quick to Fire, Poison Attacks.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

### Hard Target:

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing.

This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration. If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Light Armour:** Armor +1

**Light Lance:**

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

**Palanquin:** Universal Rule.

When the model is in a unit with Bodyguard, it gains Stand Behind. The model can be the General even if it is also the Battle Standard Bearer, and it cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel. The model counts as being mounted.

**Poisoned Javelin:** Shooting Weapon.

Range 12", Shots 1, Str as user, AP as user, Poison Attacks, Quick to Fire.

**Release Rocks:** Special Attack.

Sweeping Attack which can be used once per game. The enemy unit suffers D3 hits with Strength 4 and Armour Penetration 1 for each Pteradon in the unit.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Sharp Horns:** Attack Attribute.

The model part may reroll the roll for the number of its Impact Hits. If so, all dice must be rerolled.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**Tall:**

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**Wizard Master:** - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and selects its spells as described in Spell Selection

## Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Cuatl Lord #1



Saurian Warlord #1



Saurian Warriors #1



Skink Braves #1



Temple Guard #1



Pteradon Sentries #1



Taurosaur #1



Taurosaur #2

